

## REGULATION 27

### JAI ALAI

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#### GENERAL

**27.010 Policy.** The Nevada gaming commission finds that the athletic event of jai alai upon which pari-mutuel wagering is conducted can be a suitable adjunct to Nevada gaming, and that because the wagering involved is unique in Nevada gaming, the game of jai alai must be closely regulated and governed so as to avoid any discredit to the State of Nevada or its gaming industry. The commission further finds that the recent advent of jai alai and pari-mutuel wagering thereon, as opposed to the more common forms of gambling in the state, necessitates a greater flexibility to revise and amend the following rules and regulations from time to time as the need may arise to best accomplish the objective of regulated gaming within the state as dictated by the policy of the state on gaming.

(Adopted: 3/75.)

**27.020 Scope.** The regulations set forth herein shall apply only to jai alai programs on which pari-mutuel wagering is associated.

(Adopted: 3/75.)

**27.030 Definitions.** The following definitions shall apply throughout this regulation, and where not inconsistent elsewhere, shall apply to all other regulations of the Nevada gaming commission.

1. Cesta: A woven wicker device strapped to the forearm of a player with which a pelota is hurled and received.

2. Chief judge: The individual primarily responsible for judging and governing a game of jai alai, and whose duties and responsibilities are set forth in this regulation.

3. Concha: The playing area or court upon which the game of jai alai is played.

4. Fronton: A building and/or enclosure containing a concha and spectators' gallery for playing and observing jai alai, and in which pari-mutuel wagering is conducted.
  5. Game: A contest between players for any purse, stakes, or wager for money.
  6. Pelota: The ball or object hurled in jai alai.
  7. Placing: The first, second and third orders of finishing in a game.
  8. Player: An athlete competing in jai alai.
  9. Players' manager: The person responsible for matchmaking between players, and whose duties and responsibilities are described in section 27.150.
  10. Post position: The order assigned to players in which they commence play in a given game.
  11. Program: A designation of continuous games to be played during a given period, and the players competing therein with their given post position for each game.
  12. Spectator: A member of the public observing jai alai and who may place pari-mutuel wagers thereon.
- (Adopted: 3/75.)

**27.040 Governing rules and decisions.** All players, spectators, and participants of jai alai shall abide by all laws, rules, and regulations applicable to the athletic event and pari-mutuel wagering thereon, and such person shall be bound by the decision of the judges made within the scope of their authority and responsibility pertaining to the playing of jai alai.

(Adopted: 3/75.)

**27.050 Complaints.** Complaints against any official, player, or employee of the fronton shall be made to the fronton management who shall advise the board in writing as to the nature of the complaint and the action taken by management.

(Adopted: 3/75.)

**27.060 Prohibited wagers.**

1. No licensee shall permit, and shall make all reasonable efforts to preclude, the making of handbooks on its premises; if such handbooks come to the attention of the licensee, the failure to take immediate steps toward the elimination of the handbooks may constitute grounds for disciplinary action.
  2. No direct or indirect wagers shall be made by any person specified in Regulation 26.140(1) and (2), or in connection with the playing of jai alai. The foregoing shall include, but not be limited to, the following: Players, judges, players' managers, matchmakers, trainers, physicians, officials, or members of the immediate families of the foregoing.
- (Adopted: 3/75.)

**27.070 Required licenses.** Besides any other state or local governmental licenses required, a Nevada gaming license is required of any fronton owner or operator as a condition precedent to conducting pari-mutuel wagering therein.

(Adopted: 3/75.)

## FACILITIES

**27.080 Concha.** The concha or playing court shall be a three-walled court of 150 feet or more in length having front, back, and side walls with the entire playing court open to public view from the spectators' section, but separated therefrom by a wire screen extending from the floor to the ceiling. The fault, underserve, and overserve lines shall be marked, identified, and a different color from the applicable playing surfaces, and be plainly visible from the spectators' area.

(Adopted: 3/75.)

**27.090 Dressing rooms and access.**

1. A dressing room with limited access shall be provided the players and so located in reference to the waiting room and concha that players have no visual or oral communication with the spectators.
  2. Only persons specifically authorized shall enter the dressing room, and a list of such persons shall be posted at all entrances to the room, and a copy thereof provided to the board prior to posting. If the board objects to any person being included on such list, the licensee shall be informed of such objection and the reasons therefor, and thereafter the individual's name shall be deleted from the list of authorized entrants.
- (Adopted: 3/75.)

**27.100 Waiting room and access.**

1. A waiting room with limited access shall be provided the players who are awaiting their turns to play, and shall be so located as to prevent contact between players and spectators.
2. Only persons authorized to enter the players' dressing room may enter the waiting room.  
(Adopted: 3/75.)

**27.110 Pari-mutuels.** Pari-mutuel wagering shall be contained within a separate and distinct facility within the fronton, and shall be governed by the provisions of Regulation 26.  
(Adopted: 3/75.)

**PERSONNEL**

**27.120 Players' conduct.**

1. Jai alai being a contest of both skill and ability, and the win or loss of a point being solely dependent on the individual players' ability and skill, each player is duty bound at all times to make every possible effort to complete a return regardless of how difficult or impossible it may appear.
2. Before the start of the first game of the program, each player must be neatly dressed in a uniform traditional with jai alai and wear protective headgear while on the concha.
3. No player shall talk, signal, or otherwise communicate with any spectator from the time he enters the players' dressing room through the time the entire program has been played and completed.
4. Any player publicly showing obvious displeasure with a judge's decision, or otherwise acting in an unsportsmanlike manner, may be disciplined by suspension and/or fine by the player's manager. A record of any such action taken shall be maintained for board inspection.
5. Players shall neither pool nor split any prize money, except partners may equally divide prize money earned in a doubles or triples game.  
(Adopted: 3/75.)

**27.130 Players' physical fitness.**

1. Each player under contract with the fronton management shall endeavor to achieve and retain superb physical fitness to successfully compete in jai alia.
2. The fronton management may at any time order a physical examination of a player by a physician chosen by management, and the opinion of such physician shall govern as to a players' physical fitness to compete. The board may also at any time order a physical examination by an independent physician at the expense of the licensee, and the opinion of such physician shall be final in all instances as to the players' fitness to compete.
3. Whenever a player has been disabled because of illness or injury, the players' manager prior to placing such player on a program shall obtain from a physician a medical certificate as to the fitness of the player and his condition to resume competition; such certificate shall be provided to the board at least 12 hours prior to the resumption of competition by such player.
4. All medical examinations required by this section shall be made by physicians licensed to practice medicine in the State of Nevada and who, as a condition of their employment, shall make their medical opinions available to the board or its designee.  
(Adopted: 3/75.)

**27.140 Judges' qualifications.**

1. Judges shall be of unquestioned integrity and thoroughly familiar with the rules of jai alai and not under contract as a player. In the event a judge cannot serve, a temporary judge may be chosen by management from the roster of active players; the temporary selection and reasons giving rise thereto shall be promptly reported to the board.
2. The chief judge shall serve in no capacity other than as chief judge, and assistant judges shall perform no other official function; however, they may make pelotas or cestas.  
(Adopted: 3/75.)

**27.150 Players' manager.**

1. The players' manager and any assistant shall be of unquestioned honesty and thoroughly familiar with jai alai and have the general responsibility for the conduct and performance of the players on or off the concha; in addition, the manager shall be primarily responsible for the maintenance of the athletic event of jai alai including, but not limited to, the following duties:
  - (a) Complete control of the dressing room.
  - (b) Matching players for each game, preparation of the daily program, and assuring that the players are identified accordingly.
  - (c) Provide requested information to the board.

- (d) Notify the board of all violations occurring on the concha.
  - (e) Record and post the results of all games.
  - (f) Inspect work permits of both players and dressing room attendants.
2. In addition to the foregoing, the players' manager shall discharge all responsibilities generally associated with the position of a players' manager in jai alai.
- (Adopted: 3/75.)

## PROCEDURES AND RULES

### **27.160 Matches and programs.**

1. The players' manager shall match the players in competition, designating their post position, and compile a program with the day's event which shall be printed and contain the names of the players, their respective numbers and post positions listed in ascending numerical order; additionally, the program shall designate substitutions by name.
  2. The matching of players in competition and the program contents shall remain confidential and not be publicly disseminated until 24 hours before the start of the first game of the program.
  3. Players shall not be advised of their post positions or against whom they are to compete until one hour prior to the start of the first game.
  4. Brothers shall not be matched so as to compete against each other.
- (Adopted: 3/75.)

**27.170 Post position numbers and colors.** Post position numbers and associated colors shall be as follows:

Number	Color
1-----	Red
2-----	Blue
3-----	White
4-----	Green
5-----	Black
6-----	Gold
7-----	Maroon
8-----	Orange

(Adopted: 3/75.)

### **27.180 Cancellation and substitution.**

1. A game once started cannot be terminated until the win, place and show positions have been officially posted.
  2. The fronton management may cancel, postpone, or vary a game or program in cases of emergency, and provide notice to the board of such action within 24 hours.
  3. Each player must complete the game in which he has been scheduled to compete except in cases of injury or illness, in which event a substitute shown on the program shall play; all bets placed on injured players shall remain in effect upon the post position of the injured player.
  4. When a substitution or a cancellation occurs, the cause thereof shall be posted within the fronton and at the pari-mutuel windows, and announced from the concha or over a public-address system. Such notices and announcements must be made as far in advance as possible before the start of the game.
- (Adopted: 3/75.)

**27.190 Attendance and supervision.** Players, players' managers, and judges shall all report to the fronton at least one hour prior to the start of the first game, with the players and players' manager reporting to the dressing room and the judges reporting to separate facilities. The players shall be under the direct supervision of the players' manager at all times, except while in the waiting room or playing on the concha where they shall be under the direct supervision of the chief judge until the final point of the game is played. The judges shall not communicate with the players other than when the players are under their direct supervision and jurisdiction.

(Adopted: 3/75.)

### **27.200 Judges' duties.**

1. Jai alai shall be officiated by a chief judge and two assistant judges, denominated as front and back court judges, who shall be stationed in the concha at the beginning of each game.
2. All decisions shall be made by the judges in accordance with the rules of jai alai. Their scope of authority shall be as follows:

- (a) Any judge may call a foul and such call shall be final.
  - (b) If any judge notices an error in his jurisdiction, he must immediately signal and his decision shall be final.
  - (c) If the two assistant judges are in disagreement on a call, the chief judge shall make the final decision; if the assistant judges concur on a call, the chief judge shall abide by such decision.
  - (d) The chief judge shall have authority to correct a decision founded upon mistaken interpretation of the rules of jai alai.
  - (e) Except as provided in paragraph (c) above, the decision of the chief judge relating to jai alai shall be final.
  - (f) The judges shall remain on the concha until the win, place and show for the game are posted, and it shall be the responsibility of the chief judge to see that the win, place and show entries are posted.
- (Adopted: 3/75.)

**27.210 Commencement of play.**

1. Prior to the commencement of each game, all players competing therein shall appear on the concha for practice and viewing by the spectators; after the practice session and immediately before the start of each game, the players competing therein shall stand at the edge of the concha in numerical sequence of their post positions.
  2. Players in post positions number 1 and 2 shall remain on the concha, and the balance of the players shall return to the waiting room; upon the chief judge's signal, post position number 1 shall serve, and the game shall be deemed to be started. Thereafter, the game will be played according to the traditional rules of jai alai.
- (Adopted: 3/75.)

**27.220 Games and general rules.**

1. Official games permitted shall be: Elimination singles, elimination doubles, American elimination, spectacular seven, doubles match, triples match, and such other games as designated by the fronton management and approved by the board.
  2. When a player or team reaches the designated number of points for the game, he is declared the winner. If at that time another player or team has the next highest number of points, and a third player or team has the third highest number of points, and there are no ties for second or third place, the place and show positions will be awarded immediately and the game is over. Ties are determined as provided in Regulation 27.270.
- (Adopted: 3/75.)

**27.230 Singles and doubles elimination.**

1. Elimination games are won by the process of elimination of players until the necessary points scheduled are scored to decide win, place and show. The number of points required to establish win, place and show shall be one less than the number of post positions initially competing.
  2. All players except the first and second post positions shall be seated on a bench in the waiting room off the concha according to their post positions. The first and second post positions shall compete for the first point with the winning player remaining on the concha and serving to the next opponent who shall be the player with the next highest numerical post position; thereafter the players compete in the order of their post position in the same manner until all players have competed once. Defeated players shall sit on the bench and play in the order of their defeat until the points necessary to establish win, place and show have been scored.
- (Adopted: 3/75.)

**27.240 Spectacular seven.** Spectacular seven is an eight-post, seven-point game in which all points are doubled after each post position has been on the concha once. The rotation of players and their order in competition shall be in the same manner as in singles or doubles elimination.

(Adopted: 3/75.)

**27.250 American elimination.** American elimination is a five-point game wherein win, place and show are determined as follows:

1. An elimination procedure is first used as in a singles or doubles elimination game until a post position has acquired 3 points, at which time the position has qualified and is not required to play until 2 other positions have also qualified by also acquiring 3 points in the same manner against the balance of the field.
2. A playoff between the 3 qualifiers determines win, place and show with the first qualifier serving to the second qualifier, and the winner of that point serving to the third qualifier.

3. A winner is determined when a qualifier either (a) defeats the other 2 qualifiers in 2 straight points, thereby acquiring 5 points, in which event the 2 remaining qualifiers play for one point to determine place and show, or, (b) when 2 qualifiers both win and lost one point each, they play for one point between themselves wherein the winner of the point acquires the win position, the loser the place position, and the third qualifier the show position.

(Adopted: 3/75.)

**27.260 Match games.** Doubles or triples match games shall be composed of 2 teams consisting of 2 or 3 players per team and competing for any number of points as may be designated.

(Adopted: 3/75.)

**27.270 Ties.**

1. After a winner has been declared, playoff rules to decide place and/or show positions vary according to the number of players or teams tied. There are, however, 2 rules applicable at all times during playoffs:

(a) Playoffs follow the teams' or players' rotating position (the order in which they are seated on the waiting bench), not post position.

(b) If at any time during a playoff a player or team reaches the full number of points for a game, the player or team is immediately awarded place or show position as the case may be, and the remaining players or teams forfeit the right of further play for said position.

2. Two tied players or teams;

(a) For place and show positions: Place position shall be awarded to the winner of the first point, and show position goes to the loser.

(b) For show position only: Awarded to the winner of the first point played.

3. Three-way tie for place and/or show position:

(a) Place position shall be awarded to the winner of 2 points (loser of the first point played is eliminated from further play for place position, but may compete for show position). Show position goes to the winner of one point.

(b) For show position only: Winner of 2 points takes show position; first loser is eliminated from further play.

4. Four-way or six-way tie for place and/or show position: The playoff shall be decided through eliminations. The first 2 participants will play the first point. The next 2 participants will play one point, and the remaining participants (in the case of 6 ties) will play one point. Losers are eliminated and winners of the points will play additional point or points under the rules governing two-way or three-way ties, as the case may be.

5. Five-way or seven-way ties for place and/or show position:

(a) When the remaining teams or players are tied without a point or with one point, the playoff shall be for one point less than the number of participants.

(b) When they are tied at 2 or more points, the playoff shall be for the full game's number of points following, in these cases, the rotating position.

(Adopted: 3/75.)

**27.280 Disputes.** Any dispute or situation not covered by these rules shall be determined by the judges in conformity with the traditional rules of jai alai, and in accordance with justice and the best interests of jai alai.

(Adopted: 3/75.)

## MISCELLANEOUS

**27.290 Work permits.** Unless otherwise licensed or found suitable by the commission, the following individuals shall be required to possess valid work permits: Players, players' managers, judges, dressing room attendants, all persons having access to the players' dressing and waiting rooms, and other persons as the commission may from time to time deem necessary to preserve the integrity of jai alai.

(Adopted: 3/75.)

**27.300 Records.** The licensee in general, and the specific individuals designated by this regulation in particular, shall maintain and make available to the board, unless otherwise required to submit the same: all records and documents required by this regulation; a description of the rules and conditions for all games the licensee proposes to hold; the prize money, purses, or rewards paid to the players or other individuals; a copy of each player's contract; and such other and further information as the board or commission may require from time to time.

(Adopted: 3/75.)

**27.310 Revision of Regulation 27.** Notwithstanding any other provision contained in the regulations of the Nevada gaming commission and the state gaming control board, this regulation may be modified on an emergency basis whenever the reputé of the State of Nevada or the integrity of jai alai may be comprised, and such revision may be made upon 24-hour prior written notice to any licensee conducting a jai alai under this regulation, and any such modification made shall be effective upon the modification having been delivered to the licensee.

(Adopted: 3/75.)

**27.320 Effective date.** The effective date of this regulation shall be immediately upon passage.

(Adopted: 3/75.)

## **End – Regulation 27**